

# KILL SWITCH

Take Cover. Take Aim. Take Over.

kill.switch™ is an innovative military shooter that emphasizes realistic cover techniques and awesome firepower for the ultimate experience in combat gaming.

- Featuring the unique *Offensive Cover System*, kill.switch demands the use of modern combat tactics, forcing players to utilize surrounding environments and quickly adjust on-the-fly through each intense and challenging scenario.



[www.killswitch.com](http://www.killswitch.com)

<http://www.replacementdocs.com>

Namco Homeent Inc., 2000 Junction Avenue, San Jose, CA 95131

[www.namco.com](http://www.namco.com)

Kill Switch™ & © 2003 Namco Homeent Inc. All rights reserved. SOUL CALIBUR II & © 1995, 1998, 2002, 2003 NAMCO LTD., ALL RIGHTS RESERVED. Soulcalibur and its logo are registered trademarks of Taito McFarlane Productions, Inc. The character is © 1992 Taito McFarlane Productions, Inc. All rights reserved. The character named "Tiger" is created and designed by NAMCO as the derivative work of the illustration done by Taito McFarlane Productions, Inc. The character © 2003 by Namco Limited. All rights reserved. Illustration © 2003 by Taito McFarlane Productions, Inc. All rights reserved. The rings logo is a registered trademark of the Interactive Digital Software Association, Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft.

XBOX

# SOUL CALIBUR II



namco



## ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: Lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by:

- sitting farther from the television screen,
- using a smaller television screen,
- playing in a well-lit room, and
- not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

# TABLE OF CONTENTS



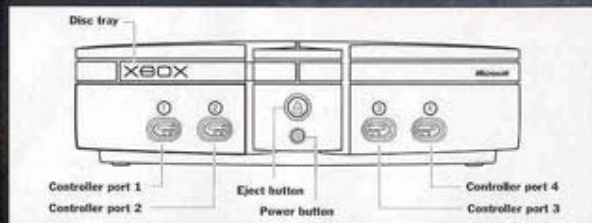
GETTING STARTED	2
GAME CONTROLS	3
STARTING THE GAME	4
GAME SCREEN	6
GAME RULES	7
WEAPON MASTER MODE	8
BASIC TECHNIQUES	9



# GETTING STARTED

## USING THE XBOX VIDEO GAME SYSTEM

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the **SOULCALIBUR™II** disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing **SOULCALIBUR™II**.



## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to the discs or disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

# GAME CONTROLS

## USING THE XBOX CONTROLLER

1. Insert the Xbox Controller into any controller port on the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow all on-screen instructions and refer to this manual for more information about using the Xbox Controller to play **SOULCALIBUR™II**.



## XBOX CONTROLLER S

The following is the default controller setup. Some buttons may be remapped in the Options Menu. Two controllers are necessary to play VS Battle and VS Team Battle Modes.

**SOULCALIBUR™II** can also be played with the Xbox Controller. The controls for the Xbox Controller are the same as for the Xbox Controller S.

X button	Horizontal Strike (A)	Right trigger	Press A+B+K simultaneously
Y button	Vertical Strike (B) / Change outfits	Directional pad	Character movement / menu selection
B button	Kick (K) / Cancel Selection	Left thumbstick	Character movement / menu selection
A button	Guard (G) / Confirm menus and other selections	START button	Pause game / open pause menu
Black button	Press A+B simultaneously	BACK button	Cancel Selection
White button	Kick (K)		
Left trigger	Guard (G)		





## STARTING THE GAME

Press the START button at the Title Screen and the Mode Select Screen will appear.

### MODE SELECT SCREEN

The following categories will appear in the Mode Select Screen: Original, Weapon Master, and Options. Use the Directional pad or the Left thumbstick to select a category, and the game modes and submenus under each category will appear on the right side of the screen. Select a game mode or submenu with the Directional pad, or the Left thumbstick, and confirm the selection using the A button.

#### ORIGINAL

This category includes the following game modes:

##### ARCADE

Fight against CPU opponents to clear the game.

##### VS BATTLE

A two-player mode where Player 1 and Player 2 can fight each other.

##### TIME ATTACK

Set new records by clearing all the stages as quickly as possible.

##### SURVIVAL

Set new records by defeating as many CPU opponents as possible while hindered with limited health.

##### TEAM BATTLE

Form a team with multiple characters and fight through the game as a team (elimination match).

##### VS TEAM BATTLE

Player 1 and Player 2 can Team Battle against each other.

##### PRACTICE

Practice each character's moves.

## STARTING THE GAME

### WEAPON MASTER

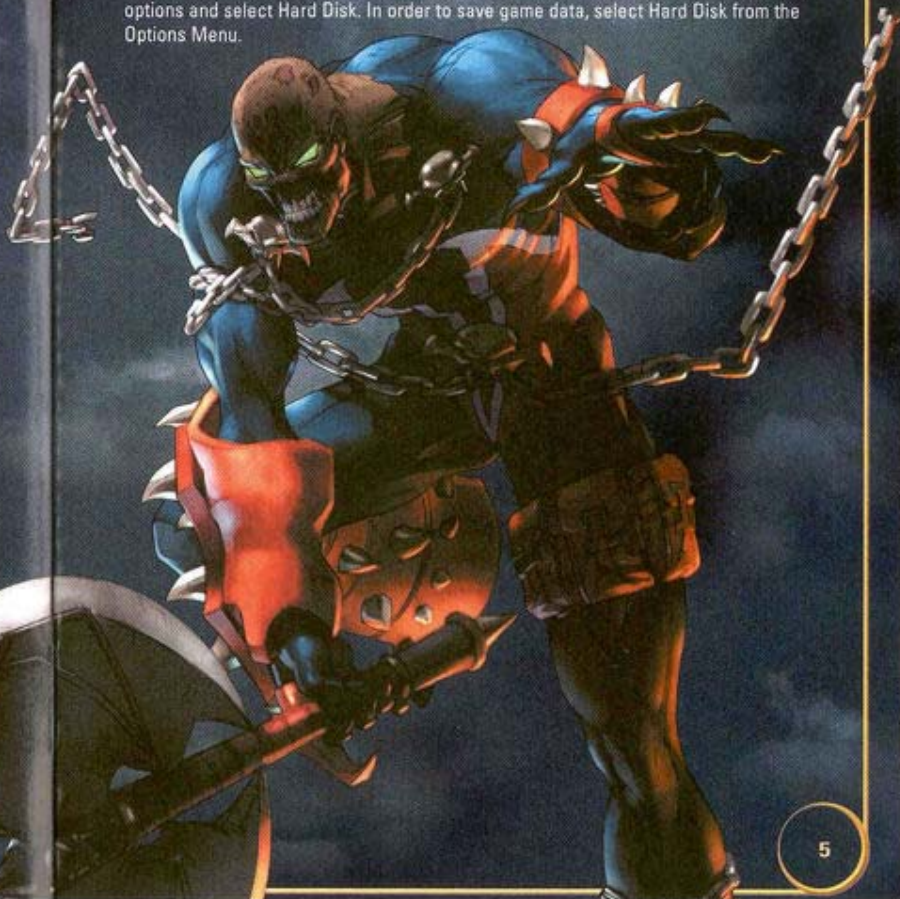
Collect numerous weapons and clear various missions while adventuring throughout the world.

### OPTIONS

Access the Options Menu to change various game settings. Settings in the Options Menu include Game Settings, Controller Settings, Display Settings, Sound Settings, Records, Collection History, and Hard Disk.

### ABOUT SAVING

The default setting for Auto Save is ON. Go to the Options Menu to adjust Auto Save options and select Hard Disk. In order to save game data, select Hard Disk from the Options Menu.





## GAME SCREEN

This section will provide an overview of the screen layout.

### BASIC SCREEN GUIDE

This is the layout for the basic screen.

- A TIME:** When the clock reaches zero, the player with more health wins.
- B CHARACTER'S NAME:** Displays the character's name.
- C HEALTH METER:** The green bar indicates how much health remains for the character.
- D PAUSE MENU:** Press the START button at any time during the game to open the Pause Menu. Some options will not be available depending on the mode. Also, in Time Attack and Survival Modes, the Pause Menu is not available.
- E CLOSE:** Closes the window.
- F COMMAND LIST:** Opens the Command List for the selected character.
- G OPTIONS:** Opens a simplified Options Menu.
- H EXIT:** Resets the game back to the Title Screen.



## GAME RULES

This section covers the conditions for victory and the basic rules shared by all the game modes.

### HOW TO WIN

Attain any one of the following conditions to win a single round. Winning a match requires winning a varying number of rounds. Adjust the number of rounds required to win a match in the Options Menu.

#### KNOCK OUT

Opponent's health is reduced to zero.

#### RING OUT

Opponent is knocked out of the ring.

#### TIME UP

The character with more health when time runs out, wins.

#### DRAW & SUDDEN DEATH

When a double knock out (both characters reach zero health simultaneously) or a double ring out (both characters knocked out of the ring simultaneously) occurs, a draw results.

Both sides receive a point for the round at this time. If both characters have won the same number of rounds, and both sides reach the required number of rounds won to win the match at the time of the draw, the match goes into sudden death.

#### GAME OVER

Game Over occurs when a match is lost. In modes where there are rankings, such as Survival and Time Attack, qualifying players are able to enter their names into the rankings.

In Arcade Mode, when Game Over is reached, a Continue Screen appears. Press the START button before the countdown reaches zero to continue playing.







## WEAPON MASTER MODE

This section covers the general flow of Weapon Master Mode.

### 1. CHAPTER SCREEN

Weapon Master Mode is divided into several chapters. The player proceeds to new adventures by clearing each of these chapters.

### 2. WORLD MAP

In the World Map, the player can move between chapters. Selecting a chapter opens the Chapter Map.

### 3. CHAPTER MAP

In order to clear the missions in each chapter, certain conditions must be met. Dungeons are also accessible through Chapter Maps.

### 4. BATTLE

Each stage, mission, and battle can include a variety of conditions, including those that may change a character's status.

### 5. MISSION CLEAR

When the conditions for clearing a given mission are met, the Mission Results Screen appears. If any items were obtained, they will also be indicated on this screen. By fulfilling the chapter clearing conditions, new chapters become available for the player to explore.



### ABOUT GOLD

The currency in the world of Weapon Master is called Gold. The player receives a certain amount of Gold for each battle, regardless of whether the player wins or loses. The player can use Gold to buy various items, such as weapons. Purchase weapons at the shops found within the Command Menu. To open the Command Menu, press the START button at the World Map/Chapter Map Screen.

## BASIC TECHNIQUES



This section provides an overview of basic moves in SOULCALIBUR II.

All move commands and controls assume that the character is facing right (standing on the 1P side).

### BASIC CONTROL NOTATION

Command Symbol	Controller Button	Meaning
➡	Directional pad or Left thumbstick	Hold direction
⇨	Directional pad or Left thumbstick	Press direction quickly
A	X button	Horizontal Strike
B	Y button	Vertical Strike
K	B button	Kick
G	A button	Guard

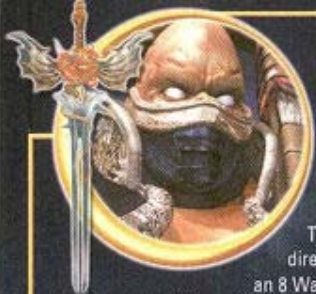
- The arrows correspond to the up, down, left, and right directions of the Directional pad or Left thumbstick.
- The Controller Buttons are based on the default setup.

### ATTACK ATTRIBUTE NOTATION

Symbol	Meaning
H	High-level attack (upper-body attack)
M	Mid-level attack (mid-body attack)
L	Low-level attack (lower-body attack)
!	Unblockable
SM	Special mid-level attack (special mid-body attack)
T	Throw
AT	Strike combined with a throw
SP	Special action
GB	A strike that breaks the opponent's guard
GI	Guard Impacts the opponent's attack
ST	Stance







## BASIC TECHNIQUES

### 8 WAY RUN

The 8 Way Run is a system that lets the player run in all directions, allowing for a wider array of movement. To do an 8 Way Run in the forward direction, enter **▶** and the character will run while still facing the opponent character. This can be used to dodge the opponent's attacks or to put the player in an advantageous position for combat. There are also moves that can only be executed during an 8 Way Run.

- The Left thumbstick can be used to enter the same directional controls.
- In order to use the Directional pad to move diagonally, press two directions at the same time, for instance, for the **↗** direction, simultaneously press right and down on the Directional pad.

### JUMP AND GUARD

In order to jump, hold G and **⬆**, **⬇**, or **⬅**. To guard and retreat or advance, hold G and **⬅** or **➡**. To guard and crouch, hold G and **⬇**, **⬅**, or **➡**.

- The Left thumbstick can be used to enter the same directional controls.

### STEP IN/OUT AND SIDE STEP

Players can Step In, Step Back, Left Side Step, and Right Side Step.

Step In: **⬅**

Step Back: **➡**

Left Side Step: **⬆**

Right Side Step: **⬇**

- When the character is facing right (standing on the 1P side).

### THROW

#### THROWING TECHNIQUES

Enter A+G or B+G while standing close to an opponent, to throw them.

#### ESCAPING A THROW

In order to escape an opponent's throw, press A against an A+G throw, or B against a B+G throw just as the opponent starts the move.



## BASIC TECHNIQUES



### ATTACK ATTRIBUTES AND GUARD

#### HIGH-LEVEL ATTACK (UPPER-BODY ATTACK)

Useful against standing opponents or opponents jumping towards the player. Use a Standing Guard to defend or Crouch to evade.

#### MID-LEVEL ATTACK (MID-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Standing Guard to defend, but not a Crouching Guard.

#### LOW-LEVEL ATTACK (LOWER-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Crouching Guard to defend or Jump to evade.

#### SPECIAL MID-LEVEL ATTACK (SPECIAL MID-BODY ATTACK)

Useful against both standing and crouching opponents. Use a Standing or Crouching Guard to defend.

### NEUTRAL GUARD

Set the Neutral Guard option to ON in the Options Menu so that even if no buttons are pressed and no command is entered, the character automatically guards against attacks. However, this feature does not guard against low attacks (lower-body attacks) and for combo attacks, only the first hit is blocked.

### CONTROLS WHILE ON THE GROUND

Get up in place:

Press G.

Rolling forwards or backwards to get up: Press **➡** (forward) or **⬅** (backward) while on the ground.

Rolling sideways to get up:

Press **⬆** (towards the back) or **⬇** (towards the front) while on the ground.

Attacking while getting up:

Press an attack button (A, B, K) while on the ground.

### STAGGER RECOVERY

Certain attacks can stun characters, causing them to lose their balance and temporarily be unable to move. In this situation, pressing the Directional pad, the Left thumbstick, or any of the A, B, K, G repeatedly speeds up recovery.





## BASIC TECHNIQUES



### QUICK ROLL

Certain powerful attacks can throw a character up into the air. Press G while airborne to quickly recover and return to a ready position.


### QUICK ROLL AGAINST WALLS

Certain stages include walls that can also be used as part of attacks. When a character is slammed against a wall, do either of the following in order to perform an ukemi and recover quickly.

Ukemi off a wall by Rolling Sideways:

Enter  or  to roll towards the back or the front.

Ukemi off a wall by Rolling Forward:

Enter  to roll towards the opponent.


### AIR CONTROL

Use the Directional pad or the Left thumbstick to control the landing point during a juggle attack.

### GUARD IMPACT

Use one of the following commands at the right moment to repel or parry an opponent's attack. This is called Guard Impact. When successful, both parties are momentarily stunned. The player who successfully Guard Impacts is able to move first, and will therefore have an advantage in the fight. Guard Impact is effective against almost every technique, but there are a few exceptions.

Repel high-level (upper-body) or mid-level (mid-body) attack. Press +G in time with the opponent's attack.

Parry mid-level (mid-body) or low-level (lower-body) attack. Press +G in time with the opponent's attack.

### REVERSE GUARD IMPACT

When an attack is repelled or parried by a Guard Impact, the player is in the disadvantageous position of being unable to attack or guard. However, if attacked while still immobile, the player can use Guard Impact against the opponent.



## BASIC TECHNIQUES

### SOUL CHARGE

A character can focus energy, or "spirit," into their weapon to temporarily raise its attack power. This is called a Soul Charge. Unleash a Soul Charge by pressing A+B+K simultaneously. Depending on which buttons are pressed for how long, one of the following 3 stages of transformation occur:

#### SOUL CHARGE LV1

Press G immediately after the Soul Charge is initiated and the player's weapon glows lime green. Focusing energy can be quick, but the charge does not last long.

#### SOUL CHARGE LV2

If an attack is launched after initiating a Soul Charge, or if G is pressed soon afterward, the weapon will glow green. Some attacks are as powerful as Counter Hits and the charge lasts a little longer.

#### SOUL CHARGE LV3

Fully focusing energy results in the weapon glowing blue. Not only will attacks be much more powerful, but some attacks are unblockable or guard-break moves. The charge also lasts for a long time.

- A guard-break move is one that breaks through an opponent's guard and creates a disadvantageous situation for the opponent, where neither attacking nor guarding is possible.





## BASIC TECHNIQUES

### THE RELATIONSHIP BETWEEN VERTICAL STRIKES, HORIZONTAL STRIKES, AND 8 WAY RUN

In addition to the various attacks, defensive techniques, and special moves in **SOULCALIBUR II**, there is the tripartite relationship between the basic attacks (vertical strike, horizontal strike) and 8 Way Run.

#### VERTICAL STRIKE

Vertical strikes have the ability to crush horizontal strikes. Match an opponent's horizontal strike with a strong vertical strike to gain the upper hand.

#### 8 WAY RUN

Use the 8 Way Run to dodge vertical strikes. Run behind opponents and follow up with a powerful attack.

#### HORIZONTAL STRIKE

Stop an opponent's 8 Way Run with a horizontal strike. Since the opponent is running, the likelihood of a Run Counter is high.

## CREDITS

#### PRODUCER

Hiroaki Yotariyama

#### DIRECTORS

Jin Okubo  
Yoshitaka Tezuka

#### GAME SYSTEM

**DIRECTORS**  
Tetsuya Akatsuka  
Tsuyoshi Kiuchi

#### WEAPON MASTER

**MODE DIRECTOR**  
Takashi Otani

#### CO-DIRECTOR

Kouji Asuna

#### STORY WRITTEN BY

Yoshihiro Nakagawa

#### ASSOCIATE PRODUCERS

Akiko Tenge  
Koh Onda

#### PROGRAMMING

##### LEAD PROGRAMMER

Shinobu Nimura

##### MAIN PROGRAMMER

Takashi Koshigoe

##### PROGRAMMERS

Yoshihito Iwanaga  
Tadashi Obama  
Masaaki Hoshino  
Hiroyuki Kobota  
Ken Matsumoto  
Junji Hata  
Shoichi Isowaki  
Sei Nakatani  
Hidenori Iwakiri

#### CHARACTER & STAGE DEVELOPMENT

##### LEAD ARTIST

Ryoichi Ban

#### CHARACTER/WEAPON MODEL & TEXTURE DESIGN

Hiroaki Kado  
Akira Nakajima  
Seidou Ozawa  
Hideo Yoshie  
Shizuka Shiino  
Hiropazu Takeda  
Tomoko Imura  
Mikiko Ichinose

#### STAGE MODEL & TEXTURE DESIGN

Hiroko Nagao  
Kanao Iwasaki  
Yasuyuki Kobori  
Tomoko Tomita  
Yukinobu Wakata  
Takuya Araki

#### 2D GRAPHICS DESIGN

Kiyotaka Tamiya

#### LOGO & GRAPHIC DESIGN

Hideaki Ito

#### CHARACTER ILLUSTRATIONS

Takuji Kawano

#### MOTION DESIGN DIRECTOR

Shouji Nakamura

#### MOTION DESIGN

Kento Kojima  
Hiroki Minami  
Yosuke Kadowaki  
Kaori Sato  
Yoshikazu Sumioka  
Yui Fukuyama

#### SOUND DEVELOPMENT MUSIC

Junichi Nakatsuru

#### LOCALIZATION (US)

**LOCALIZATION  
SUPERVISOR**  
Yasuhiro Noguchi

**LOCALIZATION  
MANAGER**  
Noriko Wada



#### LOCALIZATION PRODUCER

Nao Higo

#### LOCALIZATION STAFF

Lindsay Gray  
Michael Murray  
Tomoko Shintani  
Jon Kromrey

#### QA & CUSTOMER SERVICE MANAGER

Brian Schorr

#### QA SUPERVISOR

Daryle Tumacder

#### SENIOR LEAD ANALYST

Jesse Mejia

#### CQC TEAM

Adrian Escultura  
Chris Stanley  
Levi Hill  
Gene Bang

#### DIRECTOR OF MARKETING

Stacey Hirata

#### PRODUCT MARKETING MANAGER

Jim Atkiss

#### SPECIAL THANKS LOCALIZATION (US)

Nobuhiro Kasahara  
Yoshi Niki  
Robert Ennis  
Garry Cole  
Berry Kane  
Takashi Akiyama  
Tomoko Kondo  
Takefumi Hyodo  
Masanori Kato  
Mayumi Matsumoto  
Taiki Homma  
Naoki Kudo



A collection of SoulCalibur II action figures, including Astaroth, Ivy, Voldo, Nightmare, and Necrid, posed in a dynamic battle scene. The figures are highly detailed with various armor and weapons.

# SOULCALIBUR II

## SOULCALIBUR® II ACTION FIGURES

Re-create all the fighting action in three dimensions with new SOULCALIBUR® II action figures from McFarlane Toys. Astaroth, Ivy, Voldo, Nightmare and the McFarlane-designed Necrid, each stunningly detailed with an included base. You've seen the best in gaming on your screen, now get the best in action figures from McFarlane Toys. In stores everywhere.

**SPAWN.COM**

**McFARLANE TOYS**  
IT'S AN ATTITUDE



SOULCALIBUR® II & © NAMCO LTD. Necrid character © 2003 NAMCO LTD. / Illustration © 2003 TMP, Inc.

## NAMCO'S TOP SECRET INFO LINE

1-900-737-2262

\$ .99/minute for automated tips.

\$1.25/minute for live counseling.

Pricing subject to change without notice.

Live Counselors available 9am-5pm Monday-Friday Pacific Time.

**All the secrets, tricks and cheats!**

Under 18, please have your parent's permission.

Touchtone phones only.

For Guncon or Guncon2 support or for information not found on the 900 line, write to:

**Namco Hometek Inc.**

**ATTN: Customer Service**

**2055 Junction Avenue**

**San Jose, CA 95131**

Before returning any defective materials to us, please contact us for a Return Merchandise Authorization (RMA) number. You can reach us at the address above or via e-mail at [Support2@namco.com](mailto:Support2@namco.com). Please note that any materials sent to us without an RMA number will be refused and returned. We highly recommend that you use a traceable and / or insured method of shipping the materials to us.

Namco Online: <http://www.namco.com>

Visit our Website to get information about our new titles.

### LIMITED WARRANTY

Namco Hometek Inc. warrants to the original purchaser that this Namco Hometek Inc. game pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek Inc. will repair or replace the defective game pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.